

LISTING OF CLAIMS

1. (Currently Amended) A method for ~~testing software~~~~generating a map that~~
~~associates a graphics element of a graphical user interface of a software~~
~~application with an executable feature of the software application~~, the method
comprising:

retrieving information descriptive of ~~a the~~ graphics element rendered
during execution of the software being tested, the information
identifying~~including~~ an executable feature associated with the graphics element;
storing an association between the executable feature and the graphics
element in a map data structure, ~~wherein the map data structure is accessible by~~
~~an application driver for driving the software application;~~ and
executing ~~thean~~ executable feature stored in association with ~~thea~~ graphics
element; and
updating the association in the map data structure upon execution of the
executable feature.

2. (Currently Amended) The method of claim 1 further comprising, in
response to executing the executable feature;

displaying~~exposing~~ a second graphics element;[:]
retrieving information descriptive of the second graphics element, the
information including a second executable feature associated with the
second graphics element;
storing the second executable feature in association with the second
graphics element in the map data structure; and
executing the second executable feature stored in association with the
second graphics element.

- 1 3. (Original) The method of claim 1 wherein the retrieving comprises
2 capturing information pertaining to the graphics element.
- 3 4. (Currently Amended) The method of claim 1 wherein the storing
4 includes updating an indicator associated with the graphics element when the
5 executable feature stored in association with the graphics element is executed.
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- 7 5. (Currently Amended) The method of claim 1 wherein the storing
8 includes organizing the retrieved information such that the executable feature
9 stored in association with the graphics element can be interpreted by a computer-
10 executable application capable of accessing the retrieved information.
- 11 6. (Currently Amended) The method of claim 1 wherein the storing
12 includes organizing the retrieved information such that the executable feature
13 stored in association with the graphics element can be interpreted by a user
14 capable of accessing the retrieved information from memory.
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- 16 7. (Currently Amended) The method of claim 1 further comprising selecting
17 the executable feature based on the association stored in the map data
18 structure wherein the executing comprises selecting from the stored information
19 an executable feature stored in association with a graphics element.
- 20 8. (Original) The method of claim 7 wherein the selecting comprises
21 selecting an executable feature not previously executed.
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- 23 9. (Original) The method of claim 8 wherein the selecting comprises
24 reviewing an indicator to select an executable feature not previously executed.
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1 10. (Original) The method of claim 7 wherein the selecting comprises
2 selecting executable features in a depth-first mode of operation.

3 11. (Original) The method of claim 7 wherein the selecting comprises
4 selecting executable features in a breadth-first mode of operation.

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6 12. (Canceled)
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13. (Currently Amended) A system for generating a map that associates a graphics element of a graphical user interface of a software application with an executable feature of the software application, the system comprising:

a capture agent for retrieving information descriptive of the a plurality of graphics elements rendered during execution of the software application, the information including an executable feature associated with each~~the~~ graphics element;

an application driver for storing an association between each~~the~~ executable feature and the corresponding graphics element in a map data structure and for deterministically selecting one of the executable features stored in the map data structure; and

a command agent for executing an the selected executable feature ~~stored in association with a graphics element~~.

14. (Original) The system of claim 13 wherein the capture agent is invoked by the application driver.

15. (Original) The system of claim 13 wherein the capture agent submits the retrieved information to the application driver.

16. (Canceled)

17. (Currently Amended) The system of claim 13[6] wherein the application driver deterministically selects one of the~~an~~ executable features that has not been previously executed.

18. (Currently Amended) The system of claim 17 wherein the application driver reviews an indicator to select the one~~an~~ executable feature ~~not previously~~

1 executed.

2 19. (Currently Amended) The system of claim 13[6] wherein the
3 application driver deterministically selects executable features in a depth-first
4 mode of operation.

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6 20. (Currently Amended) The system of claim 13[6] wherein the
7 application driver deterministically selects executable features in a breadth-
8 first mode of operation.

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10 21. (Original) The system of claim 13 wherein the application driver
11 updates an indicator associated with the graphics element when an executable
12 feature stored in association with the graphics element is executed.
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1 22. (Currently Amended) A method for systematically invoking an
2 executable feature of a software application having a graphical user interface, ~~the~~
3 ~~graphical user interface displaying a graphics element associated with the~~
4 ~~executable feature~~, the method comprising:

5 retrieving information descriptive of the at least one graphics elements
6 rendered during execution of the software application, the information including
7 an executable feature associated with each of the graphics elements;

8 storing an association between the each executable feature and the
9 corresponding graphics element in a map data structure, ~~wherein the map data~~
10 ~~structure is accessible by an application driver for driving the software~~
11 ~~application~~;

12 selecting one of the ~~from the stored information an~~ executable features that
13 has not been previously executed; and

14 executing the selected executable feature.

15 23. (Currently Amended) The method of claim 22 further comprising, in
16 response to executing the selected executable feature:

17 displaying ~~exposing~~ another second graphics element:

18 retrieving information descriptive of the other ~~second~~ graphics element,
19 the information including another ~~second~~ executable feature associated with
20 the other ~~second~~ graphics element;

21 storing another association in the map data structure, the other association
22 associating the other ~~second~~ executable feature in ~~association~~ with the
23 other ~~second~~ graphics element; and

24 selecting from the map data structure ~~stored information a second the~~
25 other executable feature that has not been previously executed; and

executing the selected other ~~second~~ executable feature.

1 24. (Original) The method of claim 22 wherein the retrieving
2 comprises capturing information pertaining to the graphics element.

3 25. (Original) The method of claim 22 wherein the storing comprises updating
4 an indicator associated with the graphics element when an executable feature
5 stored in association with the graphics element is executed.

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7 26. (Original) The method of claim 22 wherein the selecting comprises
8 reviewing an indicator to determine an executable feature not previously
9 executed.

10 27. (Original) The method of claim 22 wherein the selecting comprises
11 selecting executable features in a depth-first mode of operation.

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13 28. (Original) The method of claim 22 wherein the selecting comprises selecting
14 executable features in a breadth-first mode of operation.

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16 29. (Canceled)

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24 33. (Canceled)

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1 34. (New) A computer-readable storage medium having computer-executable
2 instructions that when executed by a computer performs a method comprising:

3 a) determining a state of a target application based on a plurality of
4 graphics elements currently rendered on a display via a graphical user interface;

5 b) associating each of the graphics elements for the state with an
6 executable feature of the target application;

7 c) deterministically selecting one of the graphics elements that has not
8 been previously selected;

9 d) executing the executable feature associated with the selected graphics
10 element to obtain a new state; and

11 e) repeating steps a-d for the new state.

12 35. (New) The computer-readable storage medium of claim 34, further
13 comprising storing the association between each graphics element with its
14 corresponding executable feature in a map.

15 36. (New) The computer-readable storage medium of claim 35, further
16 comprising storing an indicator for each graphics element to indicate whether
17 the graphics element has been previously executed.

18 37. (New) The computer-readable storage medium of claim 35, wherein
19 deterministically selecting one of the graphics elements uses the map.

20 38. (New) The computer-readable storage medium of claim 34, wherein
21 deterministically selecting one of the plurality of graphics elements is
22 performed in a breadth-first manner.

23 39. (New) The computer-readable storage medium of claim 34, wherein
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1 deterministically selecting one of the plurality of graphics elements is
2 performed in a depth-first manner.
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